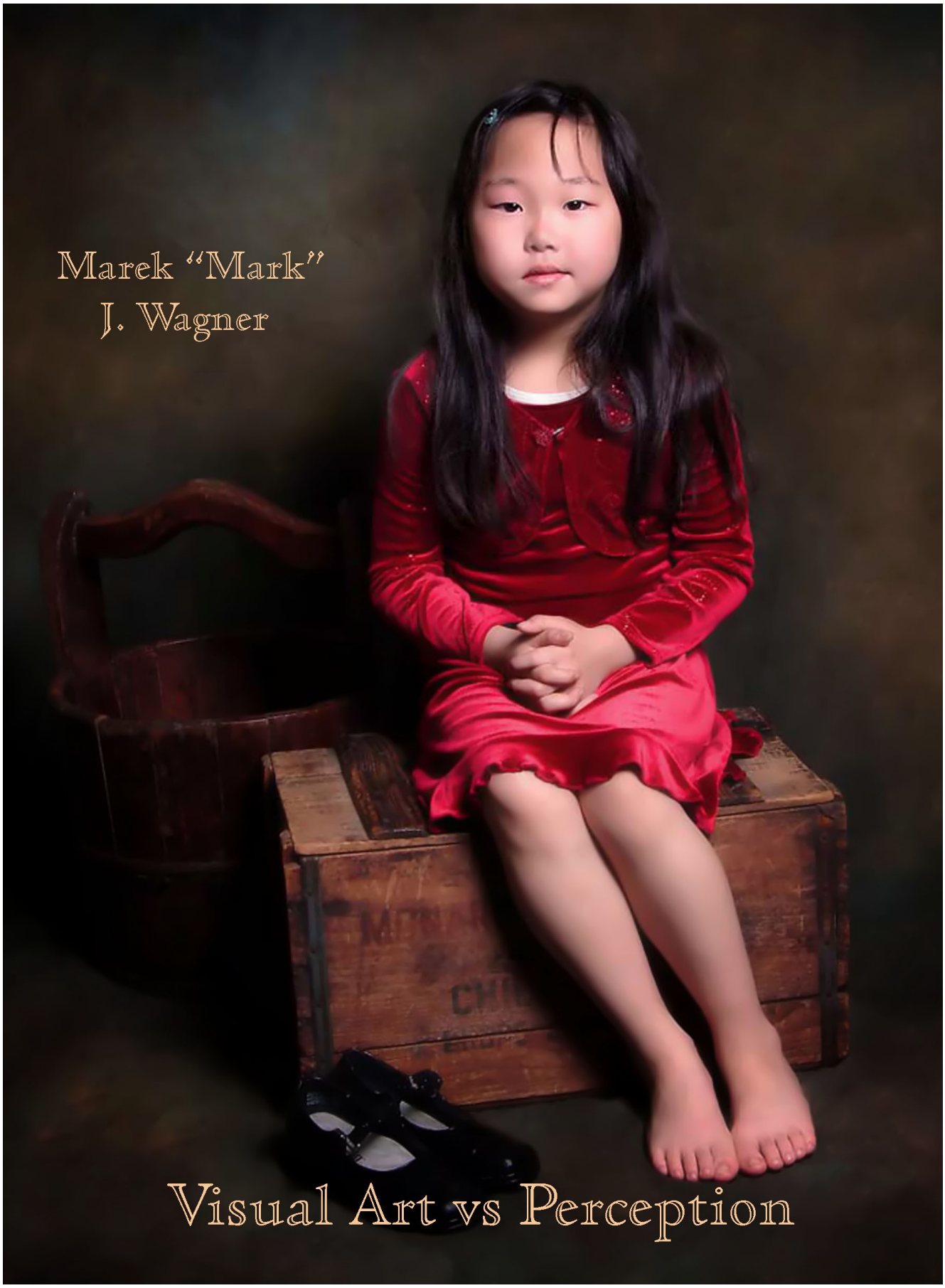
Marek "Mark"
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Visual Art vs Perception

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Visual Art vs Perception

Perception in photography a visual arts is created by various factors such composition, perspective, color, selective focus as well as ratio between light and the shadow.

•composition (for example Golden Rule)
•Perspective
•Selective Focus / Focal Point (lens vs Photoshop)
•Color (warm vs cold, degree of saturation, black and white, sepia)
•Degree of Sharpness vs Degree of Blur
•Degree of Light vs Degree of Shadows (scale)
•Sfumato (photographic image vs painting)

All of the above play essential role in aesthetic perception. I will not discuss in detail all aspects photography, including post production, yet, I will emphasize fundamental quality such as Degree of Sharpness vs Degree of Blur within the image, as well as Degree of Light vs Degree of Shadow including Sfumato.

Degree of Sharpness vs Degree of Blur.

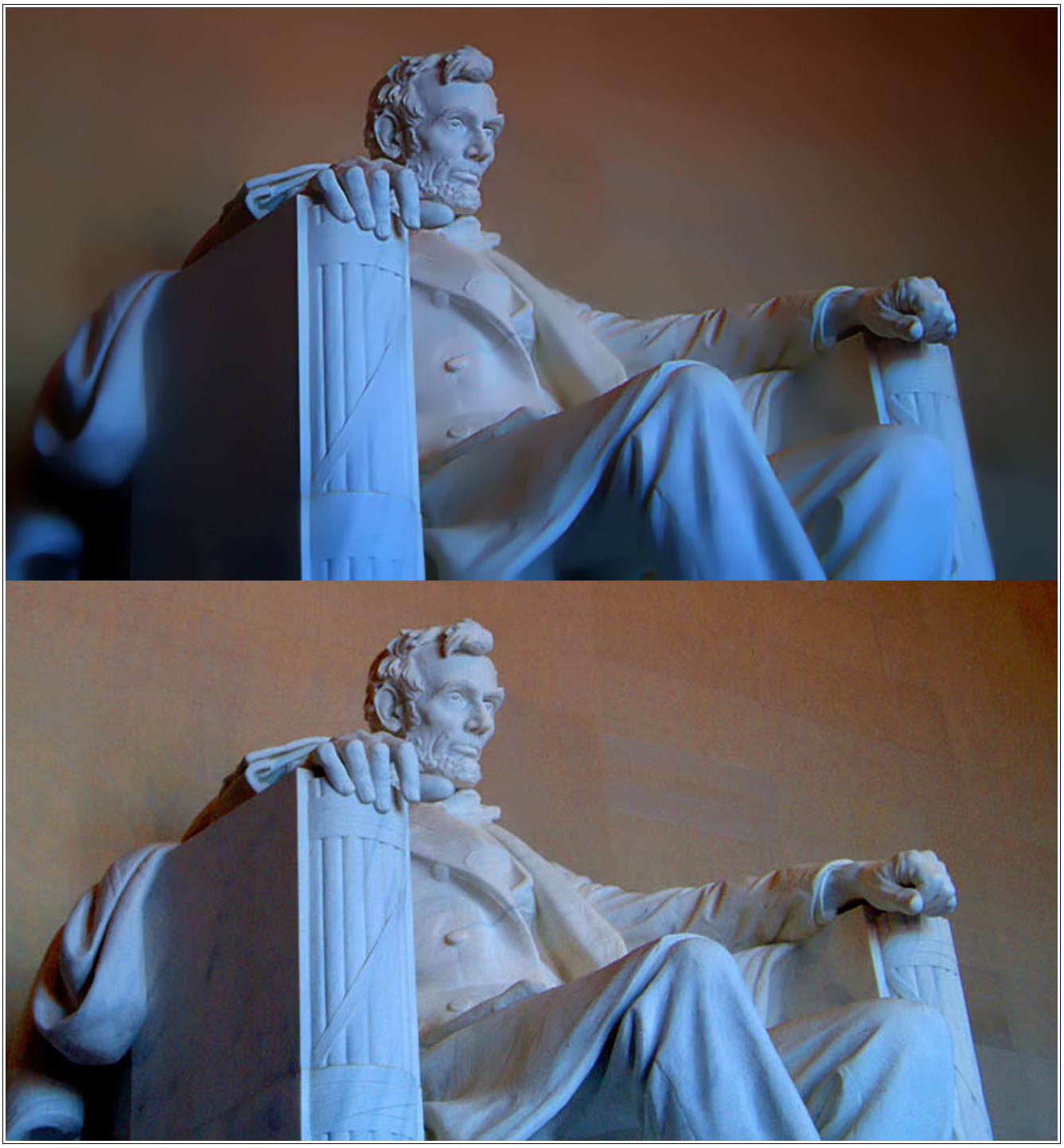
Human vision is selective in terms of perception. The area of sharpness vs peripheral vision is of paramount importance. While looking at the image or site human vision is absorbing approximately few millimeters to only few centimeters of data which we can define as sharp. All area beyond the focal point represent degrees of peripheral vision. That's why human eyes constantly explore the area of interest. Every visual artist must decide where the focal point is, as well as degrees of peripheral perception within the picture. In following pages you will find some images which illustrate above perceptual dynamics.

Degree of Light vs Degree of Shadow.

Degree of Light vs Degree of Shadows is de facto depth or dimensional perception. Right now so-called tonal zone has been stretched beyond limitations, yet, proper scale and interplay between light will emphasize perceptual experience.

Sfumato.

Sfumato is the technique used by fine artist during Renaissance. staccato does replicate pleasantness of perception through delicate tonal and color variations. I suggest to explore this fine technique and adopt in photography and other visual projects.



Above example illustrate:

- Degree of Sharpness vs Degree of Blur
- Degree of Light vs Degree of Shadow
- Sfumato

Above example illustrate:

- Degree of Sharpness vs Degree of Blur
- Degree of Light vs Degree of Shadow.
- Sfumato

MJW 2007
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Above example illustrate:

- Degree of Sharpness vs Degree of Blur
- Degree of Light vs Degree of Shadow.
- Sfumato

Dear Friends,

In some instances differences are subtle in other much more visible. We need to understand the function of the brain vs perception to properly navigate through the process. Human brain is absorbing enormous amount of data and subsequently is molding, processing perception based on details previously obtained via observation as well as other sense.

Aesthetic perception is parallel with natural talent as well as knowledge and experience.

In order to create proper image, depth, illusion of dimension I create zones or degrees of light vs shadow, degrees of sharpness vs blur as well as sfumato. Without a depth image is flat, dull. Sharpness vs Blur. In my images, after cropping, color correction, I apply focal point, de facto, sharpness which varies in intensity.

Degree of Light vs Degree of Shadow. Very important aspect which profoundly define perception. Often in color images this process is complex due to the fact that human perception is profoundly affected by colors. To define proper ratio of light vs shadow please remove momentarily color from the picture.

Sfumato. Delicate, fine blurring of some parts of the image will enhance quality of photographic image.

Sincerely,
Marek " Mark " J. Wagner

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